

# Garage Vol 1

WORKING WITH TEST PRACTICE

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## Purpose

The primary purpose is developing a garage status board. The board will be showing availability of garages, and the vehicle should be navigated to regarding available parking lot. A parked vehicle will be able to exit from any of garage if so, the board should be updated accordingly.

## Sample

### Tips

>>>> \* >>>> indicates to program lifecycle.

>> refers to program's outputs.

<< shows user's inputs.

### I/O

>>>> Program Start >>>>

>> Menu

- 1) Press "1" for add a vehicle.
- 2) Press "2" for removed a vehicle.
- 3) Press "3" for print board content.
- 4) Press "4" for quit the application.
- 5) Press "?" for print that menu.

>> Choose option:

<< 1

>> Pressed option is "1".

>> License plate:

<< 34TU123

>> Brand:

<< BMW

>> Model:

<< M3

>> Year:

<< 2013

>> Color:

<< Blue

>> Location of BMW M3 34TU123 is Garage1.

>> Board Garage1: 9, Garage2: 10, Garage3: 10

>> Choose option:

<< 2

>> Pressed option is "2".

>> Enter a license plate:

<< 34TU123

>> BMW M3 34TU123 is removed from Garage1.

>> Board Garage1: 10, Garage2: 10, Garage3: 10

>> Choose option:

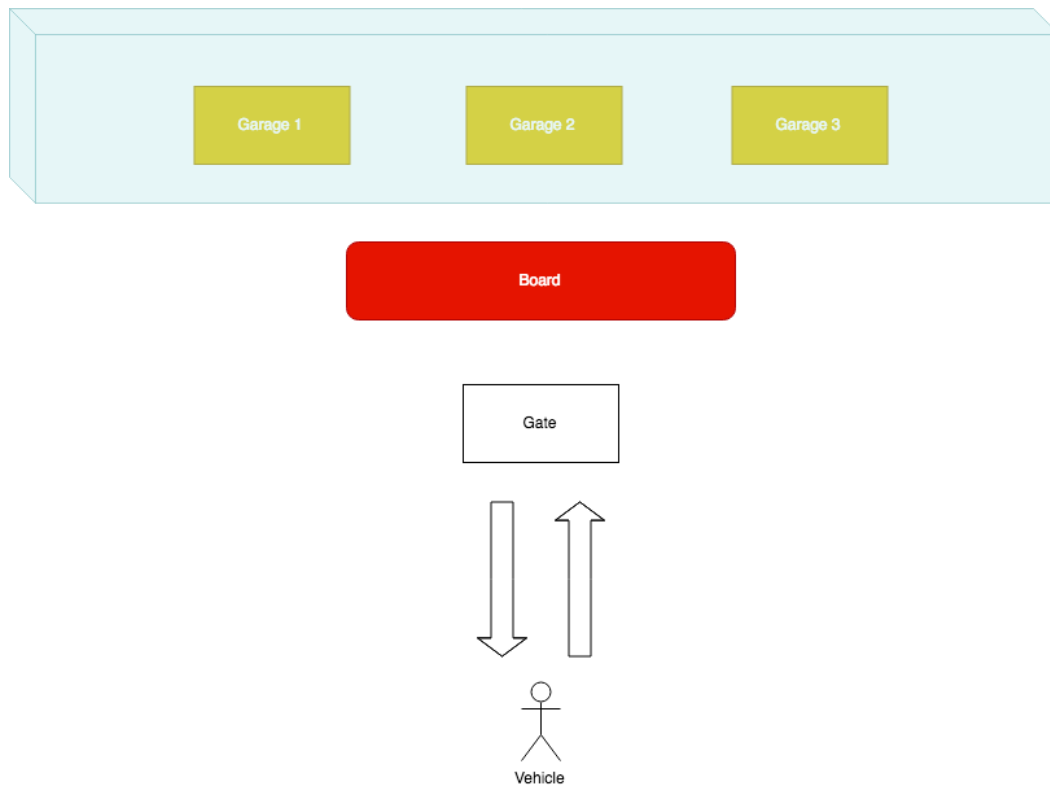
<< 4

>>>> Program End >>>>

## Program Design

### Introduction

Following diagram shows the program's components. A vehicle comes from outside; the board shows the availability of garages and a vehicle should be navigated to an appropriate area. For different case, a vehicle goes out from a garage; the board should be refreshed.



### Garage

The program must have three different garage instances. Each garage information should be stored in "garage.txt" file and also garage values should be specified as a name, capacity, and availability for each occurrence.

As an example;

```
[{"name": "Garage1", "capacity": 120, "availability": 120},  
{"name": "Garage2", "capacity": 20, "availability": 20},  
{"name": "Garage3", "capacity": 45, "availability": 45}]
```

### Board

The board has available capacities for each garage.

### Vehicle

A parked vehicle should be initialized with unique values license plate, brand, model, year, color and located in where.

As an example;

```
{"id": "34SS340", "brand": "BMW", "model": "M3", "year": 2013, "location": "GarageA"}
```

## Functional Requirements

### 1. Program

- a. The program must be run infinitely.
- b. On the first run, the application menu should be printed.
- c. A menu content should be as same as below.

#### *Menu*

- 1) *Press "1" for add a vehicle.*
  - 2) *Press "2" for removed a vehicle.*
  - 3) *Press "3" for print board content.*
  - 4) *Press "4" for quit the application.*
  - 5) *Press "?" for print that menu.*
- d. User input should be asked as like below.  
*Choose option:*
  - e. The selected option should be printed. Like that after this.  
*Pressed option is "1".*
  - f. For option "1",
    - 1) License plate, brand, model, color should be requested to user. [A sample for collection of inputs.](#)
    - 2) After adding the new vehicle to garage, the output should be [printed.](#)
    - 3) If the vehicle' s license plate is not valid or already any of garage has a vehicle with that license plate, "Error: license plate is not correct, you must enter valid license plate" message should be shown.
    - 4) Now a user can add or remove vehicle, print board status or menu, terminate the program.
  - g. For option "2",
    - 1) License plate should be given by user. [The sample is above.](#)
    - 2) A removed vehicle should be shown on [console.](#)
    - 3) If the vehicle' s license plate is not valid or already any of garage has not a vehicle with that license plate, "Error: license plate is not correct, you must enter valid license plate" message should be shown.
    - 4) Now a user can add or remove vehicle, print board status or menu, terminate the program.
  - h. For option "3",
    - 1) The board status should be printed to [console out.](#)
    - 2) Now a user can add or remove vehicle, print board status or menu, terminate the program.
  - i. For option "4",
    - 1) The program must be terminated.
    - 2) Now a user **can't** add or remove vehicle, print board status or menu, terminate the program.
  - j. For option "?",
    - 1) The [menu](#) should be shown.
    - 2) Now a user can add or remove vehicle, print board status or menu, terminate the program.